

STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN GARMENT DESIGN

Fourth Semester

Sr. No.	Subject	L	T	P	Total	Evaluation Scheme						Total Marks
						Internal Assessment		External Assessment (Examination)				
						Theory	Practical	Theory		Practical		
						Max. Marks	Max. Marks	Max. Marks	Hrs.	Max. Marks	Hrs.	
4.1	Garment Construction-IV*	-	-	6	6	-	100	-	-	100	3.00	200
4.2	Garment Design-II	-	-	5	5	-	50	-	-	100	3.00	150
4.3	CAD in Garment Technology-II *	-	-	4	4	-	50	-	-	70	1.50	120
4.4	Productin Machinery & Management	4	-	3	7	50	25	80	2.5	25	1.50	180
4.5	Pattern Making & Grading*	-	-	6	6	-	100	-	-	100	3.00	200
4.6	History of Costume-II	4	-		4	20		80	2.50	-	-	100
	Industrial Exposure (Assessment at Inst. Level)+	-	-	-	-	-	25	-	-	-	-	25
	Disc/ Games/SCA/NCC/NSS #	-	-	4	4	-	25	-	-	-	-	25
	Total	8	-	28	36	70	375	160	-	395	-	1000

* Common with Fashion Design

+ Industrial visit compulsory to minimum 2 industries or Departments.

General Proficiency will comprise of various co-curricular activities like games, hobby clubs, seminars, declamation contests, extension lectures, NCC, NSS and cultural activities etc.

Six week project based industrial training as per details specification in major project syllabus, out of six week, four weeks during vacation after 4th semester & two weeks after 5th semester till commencement of 6th semester industrial oriented training cum major project work will be evaluated in 6th semester by as examiner from industry.

4.1 GARMENT CONSTRUCTION-IV

L T P
Periods/week - - 6

RATIONALE

The diploma holders in garment technology are supposed to fabricate the garments for kids; as per the layouts and specifications. Hence this subject has been included in the Curriculum in order to develop such competencies.

DETAILED CONTENTS

Practical Exercises

Construction of:

1. Salwar : simple, Patiala , dhoti Salwar
2. Churidar Pyjama
3. Kameez(Ladies suit)
4. Kalidar Kurta – Lady’s
5. Choli cut blouse & Belt Blouse
6. Night wear for women

RECOMMENDED BOOKS

1. Pattern Making for Fashion design by Armstrong
2. Clothing Construction by Doongaji; Raj Parkashan, Delhi
3. System of Cutting by Zarakar
4. Clothing Construction by Evelyn A Mansfield, Houghton Mifflin Co., Boston
5. Creative Sewing by Allynie Bane; McGraw Hill Book Co., Inc., New York
6. How You Look and Dress by Byrta Carson; McGraw Hill Book Co., Inc., New York.
7. Complete Guide to Sewing by Reader’s Digest

4.2 GARMENT DESIGN - II

	L	T	P
Periods/week	-	-	5

RATIONALE

The students should be able to design garments and accessories for different age groups, and occasions with proper selection of fabrics. After going through this subject, the student will be able to design garments appropriately to customers satisfaction and need.

DETAILED CONTENTS

Practical exercises

1. Designing garments for (Back ground & presentation of sheet is compulsory)
 - 1.1 Executive Wear
 - 1.2 Bridal Wear
 - 1.3 Night wear
 - 1.4 Beach wear
 - 1.5 Evening Wear
 - 1.6 College Wear
 - 1.7 Sports Wear
 - 1.8 Saree drapes
 - 1.9 Suits (Designer)
 - 1.10 Sports Wear

2. Portfolio collection (note: showing different effects of fabric by different colour mediums like satin , silk, net, tissue, georgette, bandhani, etc.)
 - 2.1 Illustration of designs on a given theme.
 - 2.2 Accessories and garment sketch in detail.
 - 2.3 Design draped on the fashion figure in colour.
 - 2.4 Suggesting swatches and cost calculation.

RECOMMENDED BOOKS

1. Fashion Drawing Designs; Magazine of Thailand
2. Pattern Designs for Haute Couture Volume – I
3. Fashion Drawing – The Basic Principles by Anne Allen and Julion Seaman
4. Latest Fashion Style by Winter Hiver
5. Jasmine’s “New Look, On Indian Fashion Scene”
6. Lifestyles: Fashion Styles by Katheryn Samuel

4.3 CAD IN GARMENT TECHNOLOGY - II

L T P
Periods/week - - 4

RATIONALE

The term CAD has found its way into all major disciplines that have got anything to do with designing or drafting techniques. The objective of the subject is to expose professionals and to meet the needs of the users by complementing their knowledge, skills, ability, creativity in the field of garment technology and their application in the industry. A lot of flexibility is available with the use of different software e.g. color blending, mixing, fabric construction, figure illustration, development of the motif and prints, background treatment, presentation, special effects can be simulated and printed out with absolute accuracy.

DETAILED CONTENTS

PRACTICAL EXERCISES

(Software: Use of Photoshop)

1. Study in detail the different tools of **Photoshop**
2. Editing of images
3. Different textures & weaves
4. Masking

RECOMMENDED BOOKS

1. Literature from the supplier of each software can be consulted
2. Adobe Photoshop - BPB Publication